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## Results 1 - 10 for 'real time' 'non real time' image frame sequence queue

Real-time Detection of Moving Vehiclesby R Cucchiara - 1999 - [Cited by 27](#) - [Related articles](#)

**real-time** issues, to achieve **frame-rate** or **real-time** ... moving points from **image sequences**: difference with background, two-**frame** difference and three-**frame** ... noise, due to the **non-repeatability** of noise in three subsequent **frames**. .... turning rates, position and length of **queues**, and others. ...

[ieeexplore.ieee.org/iel5/6462/17274/00797665.pdf?arnumber=797665](http://ieeexplore.ieee.org/iel5/6462/17274/00797665.pdf?arnumber=797665)

VARIABLE BIT RATE CODING FOR REAL-TIME VIDEO TRANSMISSION IN ATM ...

by H Kanakia

for congestion control for **real-time** video traffic is to use feedback from the network to .... ferent **frame** types within a single video **sequence** with ...

[csdl.computer.org/comp/proceedings/iclp/1995/7310/01/73100005.pdf](http://csdl.computer.org/comp/proceedings/iclp/1995/7310/01/73100005.pdf)

Real-Time and Automatic Segmentation Techniqueby Z Sun - 2007 - [Cited by 3](#) - [Related articles](#)

applied to full-**frame** video streams in **real-time** without special hardware. ... **frame** difference caused by moving objects accords to **non-** .... reference and an **image** in the **sequence**. Thus when the **k frame** is being compared with the reference, .... System with Prior Occlusion Detection and Resolution, and Prior **Queue** ...

[ieeexplore.ieee.org/iel5/4376306/4376307/04376472.pdf?arnumber...](http://ieeexplore.ieee.org/iel5/4376306/4376307/04376472.pdf?arnumber...)

IEEE Transactions on Industrial Informatics

Guest Editorial; Special Section on **Real Time** Systems – Part I ... schedules messages in its output **queue** according to Deadline Monotonic. Firstly, we present a **non-exact** (but fast) analysis and then, at the cost of computation **time**, .... is completed by invoking several resource services in a certain **sequence**. ...

[iee-ies.org/tii/issues/tii08\\_4.shtml](http://iee-ies.org/tii/issues/tii08_4.shtml)

Feedback picture sequence control for real-time MPEG video ...

control picture **sequence**. traffic in the case of **real-time** transfer as mentioned in. Sec. 2. It is worth while noting that the .... the case of **B-picture** encoding. When an input **frame** is .... sult. of **non-control** is also showii for comparison purpose. ... for the **queue** length should not to exceed the **tlirestold**. ...

[ieeexplore.ieee.org/iel5/6202/16569/00765577.pdf?arnumber=765577](http://ieeexplore.ieee.org/iel5/6202/16569/00765577.pdf?arnumber=765577)

HTML - The IEEE Computer Society

An MPEG server operates as an interface for **frame** feeding from the application to the MPEG ... The **real-time image** is overlaid with instantaneous data, ... a moving object from an **image sequence** obtained using a static camera. .... Table 2 presents the results for the two **queue** regions, along six red-light cycles. ...

[www.computer.org/portal/web/csdl/abs/html/.../mco2009120061.htm](http://www.computer.org/portal/web/csdl/abs/html/.../mco2009120061.htm)

Real-Time Human Detection, Tracking, and Verification in ...by M Hussein - 2006 - [Cited by 10](#) - [Related articles](#)

to identify a human in a video **sequence**. Each algorithm uses a different visual cue to make its ... decide whether a part of the **image** contains a human or not. .... counter of the corresponding **frame** in the **frames queue** is decremented. .... ness and close to **real time** performance (around 15 **frames** per second. ...

[ieeexplore.ieee.org/iel5/10542/33355/01578729.pdf?arnumber=1578729](http://ieeexplore.ieee.org/iel5/10542/33355/01578729.pdf?arnumber=1578729)

[PDF] Towards Efficient Multi-Level Threading of H.264 Encoder on Intel ...File Format: PDF/Adobe Acrobat - [Quick View](#)by YK Chen - [Cited by 37](#) - [Related articles](#)

implementation that uses two slice **queues**. Section 4.5 ... (without cache misses or other **non-deterministic** ... **sequence** of **frames** using an IBBPBBP... structure. 1 ... the slices of the **image** will put into the slice buffer. The .... not fast enough to meet the expectation of